



VASSIL G. ANGUELOV

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Hire Me? Here are some reasons:

Can listen to people then logically and professionally respond.

Able to assess a problem and find an efficient solution.

Skilled with computers.

Software Skills

Visual Studio C++ - Intermediate

Visual Studio C# - Intermediate

Adobe Photoshop - Expert

Autodesk Maya - Expert

UDK - Intermediate

Unity 3D - Expert

Adobe Premier - Beginner

Autodesk 3DS Max - Intermediate

School Projects

GPU Particle System Unity Project

Using DirectX 11 compute shaders to Initialize, Emit, and Update up to 5,000,000 axis-aligned particles at 40-60 fps. Collisions with each particle and static environment are handled through a sparse octree with the lowest leaf nodes containing vectors to the nearest surface point. This approximation allows for fast simple collision detection. A geometry shader is later used to transform each particle position into either billboard quads or icosahedrons.

Multi-player FPS Unity Project

Hook Shot Hero is an FPS racing game where the primary mechanic is grappling between anchored positions to swing through checkpoints competing against other players. Using Photon's API and cloud hosting dedicated server-client multiplayer is achieved, as well as a lobby system where players can see all available game sessions and choose which to join. Along with most of the programming involved in this project I also created all but one of the levels, and all other art assets apart from character models.

DirectX Engine

A number of static C++ libraries working together to be used in a Win32 application. The primary library is the graphics library which encapsulates many features from DirectX 11. Two render paths are supported; forward rendering and deferred rendering using render targets to store previously rendered content. Some other features include simple diffuse lighting using specular and normal maps to calculate the appropriate values, billboard, screen-space ambient occlusion, shadow maps, and hardware skinning of an animated character.

Past Experience

Mocap Artist, Animatrik Film Design

Vancouver, BC, Oct 2013 to Sep 2014

Worked on multiple movies and games either on stage recording the motion or working on the mocap data post-shoot, such as tracking movement, solving character rigs, and also facial cam tracking.

Lead Animator, Range + 1Game Company

Vancouver, BC, Sep 2012 to Jan 2013

Worked on Fatal Velocity game as Lead Animator, rigged character for in-game use, created series of animation cycles for said character, created more than 90 in-game art assets modeling, unwrapping, texturing, rigging if necessary and finally exporting into UDK engine.

Sales Representative, Mobilicity

Vancouver, BC, Jun 2011 to Sep 2011

Maintained store alone including housekeeping and track of daily intake, engaged with anyone that entered the store, advertised the benefits of Mobilicity brand and network, troubleshoot any customer complaints that came in.

Past Education

Bachelor Science, Game Programming

Art Institute Vancouver/LaSalle College

Sep 2014 - Jun 2017, Vancouver, BC

Diploma Animation, Art, Design

Art Institute Vancouver

Sep 2011 - Sep 2013, Vancouver, BC

Other Skills

Fluent in English and Bulgarian

Additional Thoughts

When I see a movie or game any visual demonstration that catches my attention and is appealing I ask myself how and why that was done and how could I do that better.